

 Dreamcast™

TONY HAWK'S PRO SKATER 2

MUSKA REYNOLDS ROWLEY STEAMER J. THOMAS

BURNQUIST CABALLERO CAMPBELL

GLIFBERG KOSTON LASEK MULLEN

NEVERSET

ACTIVISION



T-13006N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

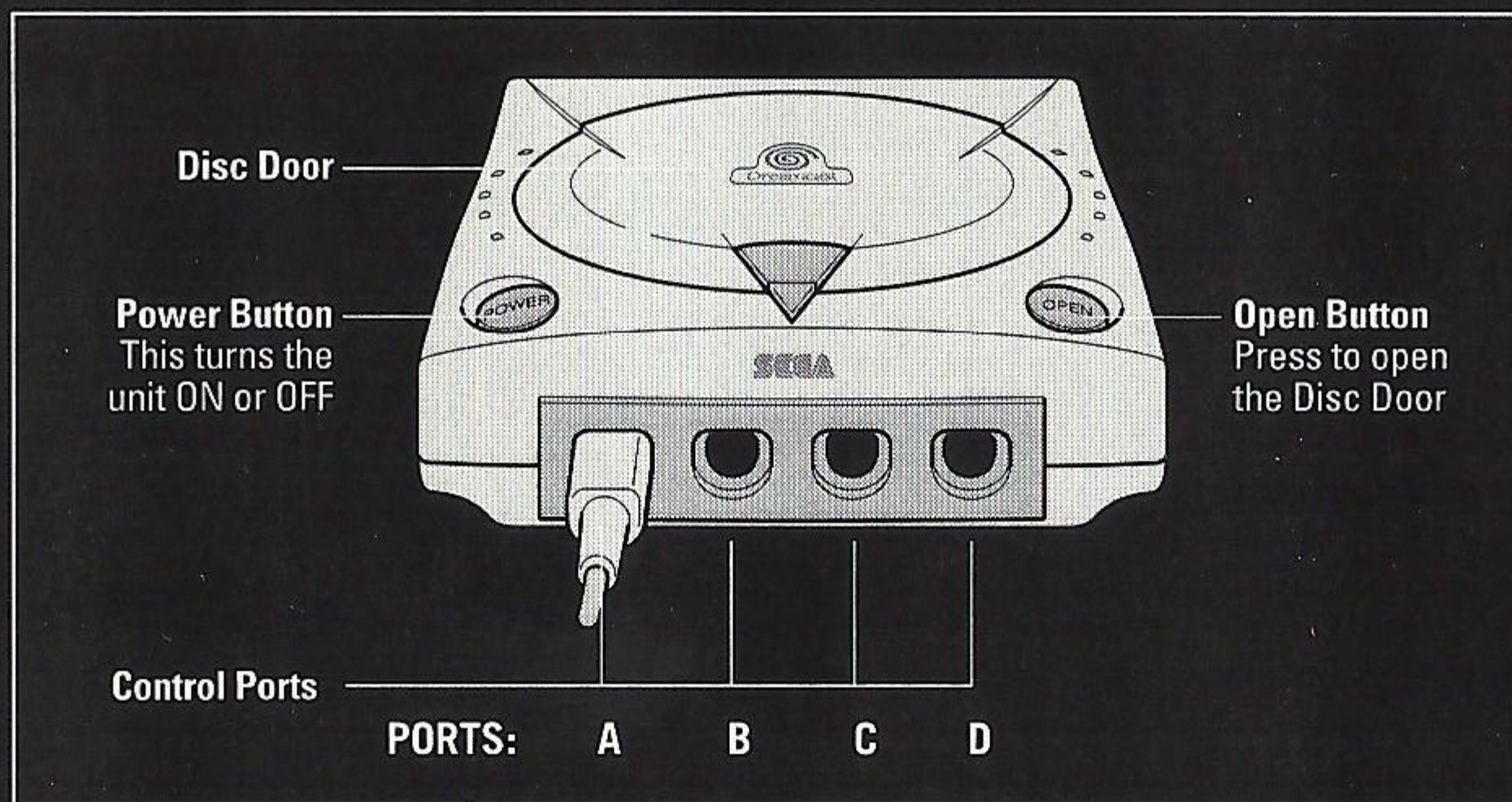
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

THE GUTS

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Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.

SEGA DREAMCAST HARDWARE UNIT



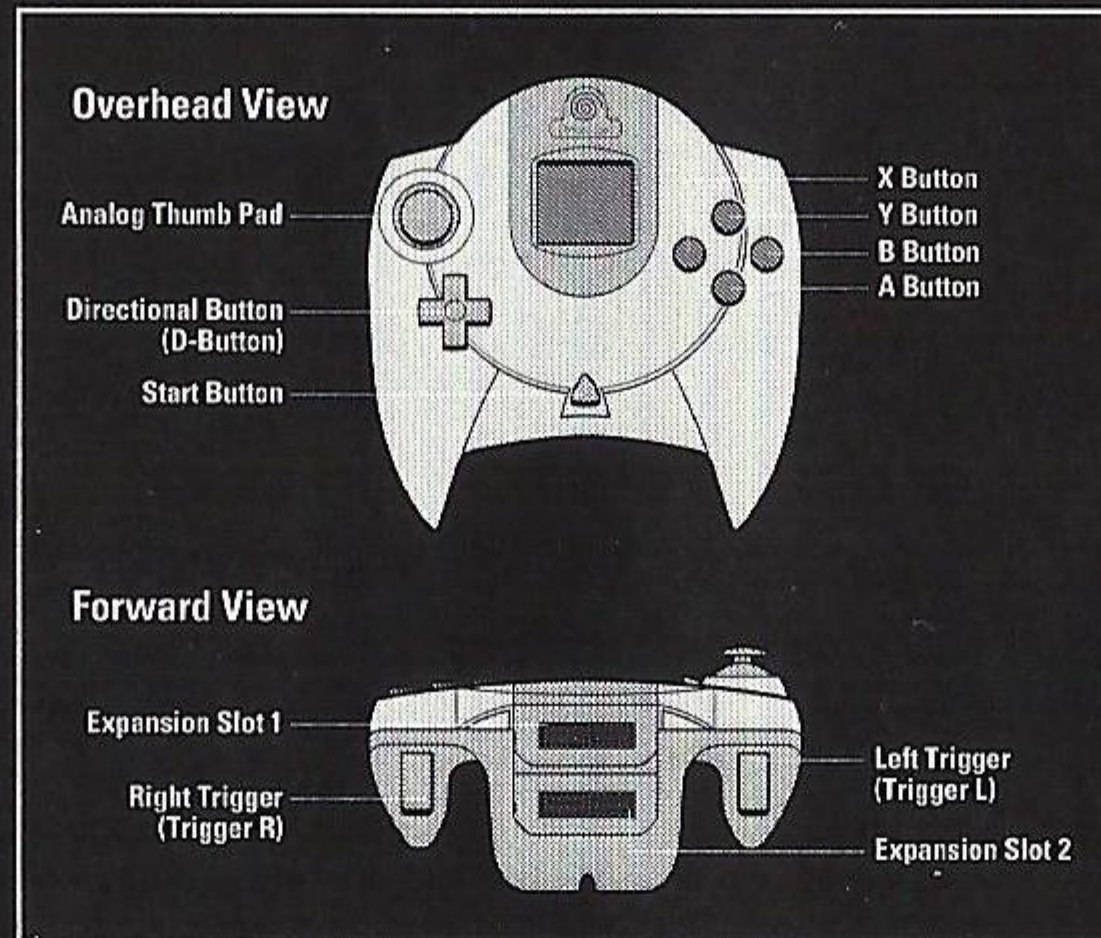
Tony Hawk's Pro Skater 2 is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the (A), (B), (X), (Y) and START buttons. This will cause the Sega Dreamcast to soft-reset the software. Purchase additional controllers (sold separately) to play with two or more people. The game controls are all set to their default settings. To change the control settings, see "Options Menu" on page 15.

GAME CONTROLS

To select Menu Options, use the directional buttons Up/Down. To navigate the Menu Options, highlight the desired option and press the (A) Button to accept. Screens without menus will list buttons to press at the bottom of the screen.

SEGA DREAMCAST CONTROLLER



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

GAME PLAY CONTROLS

BASIC CONTROLS

- **OLLIE:** Hold down (A) to crouch, release it to jump. The longer you crouch, the higher you will ollie.
- **NOLLIE:** Tap the nollie button (left trigger) to move into nollie position, then hit (A) to nollie.
- **WALLRIDE:** Press (A) to jump, then hold down (Y) when in the air near a wall, sign, building, etc.
- **MANUALS:** Tap up-down or down-up (nose manual) when skating or landing. Up and down must then be used to balance.
- **BONELESS:** Tap up-up then press (A).
- **NO COMPLY:** Tap up then press (A).
- When falling from a *Big Drop*, press and hold (A) at impact to keep from bailing.
- Hit the controller buttons repeatedly to get up faster.

TRICK CONTROLS

- When in the air, tap (B) or (X) plus a direction on the D-Buttons to do tricks.
(Example: (X) + ▸ does a Heelflip.)

Note: Each skater has a different trick setup. You can configure your tricks any way you like using the Edit Tricks Screen.

GRIND CONTROLS

To grind, hold (Y) when in the air near a rail, edge or lip.

- 50-50: When parallel to rail hold (Y).
- NOSEGRIND: Up + (Y).
- 5-0: Down + (Y).
- BOARDSLIDE/LIPSLIDE: Rotate board perpendicular to rail and hold (Y).
- NOSESLIDE/TAILSLIDE: Hold left or right + (Y). Rotate the part of the board you want to slide on into the rail.
- SMITH/FEEBLE: Diagonally down + (Y).
- CROOKED/OVERCROOK: Diagonally up + (Y).
- NOSEBLUNTSIDE: Tap up-up + (Y).
- BLUNTSIDE: Tap down-down + (Y).

LIP TRICKS

- To perform a lip trick, skate straight up a ramp or quarter pipe holding (Y) and either up, down, left or right.

Note: Lip tricks vary by skater. You can configure your lip tricks in the Edit Tricks Screen.

Note: Operation with incompatible controller is not guaranteed. Use of joysticks with this game is not suggested.

GAME RESET

To abort a game in progress, press the *Start* button to pause the game. Choose *End Run* and then choose *Quit*. You will be given the option to save. Choose *Yes* if you wish to save your progress or *No* if you don't want it saved. From here you'll be returned to the Main Menu Screen.

MAIN MENU

Choose from the following options to begin play. Using the left/right on the directional buttons, choose the type of game you want to play. Press **(A)** to start that game. Two controllers must be plugged into the Dreamcast to play in the two-player mode.

SINGLE-PLAYER MODES

CAREER MODE

You're a pro skater now, and pros compete for cash money. You've got to prove your worth at local spots and start building career earnings. Use this cash to buy new equipment, unlock levels, buy tricks, increase stats and get into the elite competitions.

SINGLE SESSION

Choose a single level and skate all out in a two-minute session in an effort to set high scores. Only one level is opened at first, The Hangar in Mullet Falls, Montana. Build your earnings in the Career Mode to unlock the other levels.

FREE SKATE

For some it's practice. For others it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Unlock other levels in the Career Mode then Free Skate them to learn the terrain.

TWO-PLAYER MODES

GRAFFITI

Set your own time limit then push the limits in a split-screen race to see who can nail the most tricks. Obstacles are "Tagged" with your color by tricking off them. Try to steal your friend's tags by pulling better tricks off the same object. He or she who tags the most objects wins.

TRICK ATTACK

A total free-for-all to see who can skate the best lines and rack up the most points. You can run into opponents and rub their little faces into the terrain, and this time you can Trick Attack longer with the game's new variable time limits.

HORSE

How do you spell defeat? "H.O.R.S.E" (or the word of your choice – keep it respectable) in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.

TAG

You don't want to be "It" in this game where you tag other players. When you are, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If the timer hits zero, you lose.

FREE SKATE

You and a friend can explore opened courses and perfect your tricks.

SKATE TIP:

Uneven fight? Use the Handicap Screen to balance your skills. Pump your stats up or down, depending on which way you need to go to keep it fair.

SCORING TIPS

Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you're going to have think about your "line" and mix up your tricks.

- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use L or R trigger to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Switch tricks are worth more and devalue separately from regular tricks.
- Nollie tricks score more points.
- Trick across gaps (the blue text) to maximize combos.

SKATE TIP:

The Special Meter: Score points to fill up your Special Meter. When it's glowing yellow, your adrenaline's pumping and you'll be able to perform your special tricks.

SPOT CHECK—THE GAME LEVELS

THE HANGAR: MULLET FALLS, MONTANA

Welcome to the land of big sky, sick air and bad hair. Perfect your basic skating skills and some new tricks in this abandoned Montana hangar filled with huge rails, large halfpipes, kickers, funboxes and a rusted-out WWII plane and helicopter.

SCHOOL 2: SOUTHERN CALIFORNIA

Why do so many pros relocate to California? For the schools, of course. . .or at least for their fine rails, stairs and lines. This level features the best the SoCal education system has to offer, all in one campus. If you've watched a skate video, you'll recognize most of these prime learning facilities.

CONTEST 1: MARSEILLE, FRANCE

Invade France in this level featuring a triple-bowl area, a middle section of flowing banks and canals and a flatland section on the backside that can be used as an additional street course. Bring your best tricks, combos and air to this contest—and never surrender.

THE BIG APPLE: NEW YORK CITY, NEW YORK

The big city equals big terrain, air, gaps and trouble. The hottest street skating spots in NYC are here. There are long curbs, obnoxious taxi drivers and even a subway. Ride through Central Park, hang out at Brooklyn Banks and bring your own brand of mayhem to Manhattan.

THE GRAFFITI PITS: VENICE BEACH, CALIFORNIA

Resting in peace, The Pits was one of the most popular skate sites of its time. In this level, the original lines and graffiti have been recreated. Ledges, rails, quarterpipes and the occasional friendly bum make The Pits the place to perfect your more advanced tricks. (Say that fast.)

CONTEST 2: SKATESTREET: VENTURA, CALIFORNIA

Ask and ye shall receive—receive the original SkateStreet Park. Heavily requested by fans, SkateStreet features sweet masonite curves and varied surfaces. Carve up the rails, half-pipes and slopes as you try to build your career earnings.

PHILLYSIDE: PHILADELPHIA, PENNSYLVANIA

The City of Brotherly Love brings you, arguably, the two most famous East Coast skate spots; Love and F.D.R. Parks. Bring your best game to the streets of this huge level as you ollie benches and kick-flip huge stairs. But Phillyside isn't just street. A large vert waits to test your all-around skills.

CONTEST 3: THE BULLRING, MEXICO

In a semi-abandoned bullring, in a secret spot in Mexico, the world's best skaters perform moves illegal in most countries. Judges watch as you shred quarterpipes, rails, kickers and a beautiful half-pipe with a distinctive full-loop on its end. Did we mention the raging bull?

SKATE TIP:

Nobody said being a pro is easy. To clear a level 100%, you must get all goals and earn all the extra cash in that level. In competitions, you must get a gold medal and all the extra cash.

THE PROS

THPS2 reads like the Who's Who of professional skateboarding. For skater's skill ratings, check in the game or online at www.activision.com.

TONY HAWK

If you meet Hawk, look at his shins. You'll see how much flesh he's left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900°. More went while creating 50+ signature moves and winning 12 world championships. The father of two boys and modern skateboarding, Tony makes his home in his native SoCal.



BOB BURNQUIST

Out of Brazil and onto the winner's podium, Bob Burnquist is one of today's most exciting and original skaters. Blowing minds with his unique style and switch-stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist."



STEVE CABALLERO

How long has Steve Caballero been part of the skateboarding scene? Over three decades. Along the way he helped found the Bones Brigade, invented the Cabballerial and owned his share of world records—including the highest halfpipe air and a 44-stair rail. Cab's still riding hard, inspiring skateboarding's next generation.



KAREEM CAMPBELL

East Coast, West Coast, or any coast, Kareem Campbell and his smooth metropolitan style are recognized on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."



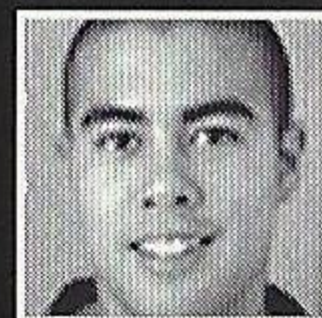
RUNE GLIFBERG

When Rune was 11 years old a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, Ca. (He didn't ride it. He became a pro on it.) Here you'll find the all-terrain terrorist sessioning pools and streets. But he saves his best for his true love: wide-open vert skateboarding.



ERIC KOSTON

Who do you want to be today? Think Koston, because he rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into the eponymous K-Grind. Besides this move bearing his name, Eric's famous for clowning around while making challenging switch and nollie rides look like a joke.



BUCKY LASEK

Hardened on the East-Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Bucky, soars to sickening heights above half-pipes—and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.



RODNEY MULLEN

Get up, shower, brush and head out and invent new tricks. Just another day for Rodney Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 freestyle world championships and a dizzying list of signature tricks. Like the kickflip, underflip, impossible, casper and darkslide to name a few.



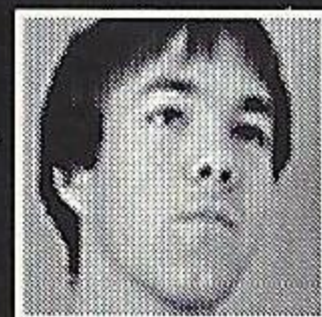
CHAD MUSKA

Out of his native Las Vegas and into skateboarding's top magazines and videos—welcome Muska. After lighting it up on the Strip, Chad moved to California at 15 and quickly became one of the most respected skaters of all time. This self-styled professional always takes his brand of skate-and-relate creativity to another level. This includes experimenting with jungle and hip-hop beats on his "Muskabeat" album.



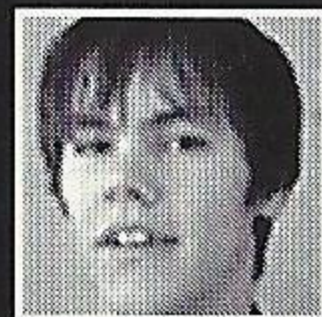
ANDREW REYNOLDS

Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with effortless style, odds are you're in the presence of Turtle Boy himself. Say "hi" as he flies by.



GEOFF ROWLEY

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater. He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360-flip down 13 stairs—yep, that's Rowley.



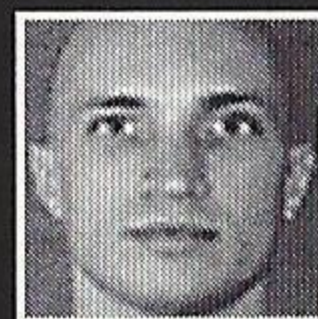
ELISSA STEAMER

Making the cut skating against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. You guessed it—it's Ft. Myers, Florida native Elissa Steamer. Elissa specializes in sessioning streets and stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.



JAMIE THOMAS

Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen. His video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie is the only person to walk away from the Leap of Faith with both legs intact.



CREATE SKATER

It's time to create your own legend (or legends). Go to Create Skater menu and build a custom character from scratch. To build a lineup, go into the Custom Skater Roster Screen where you can create up to four custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots or import a skater from a different save file into a slot in your game.

PERSONAL MENU AND APPEARANCE

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—skin tone, head style, cap color (if you wear one), torso style, logos, tattoos, shirt color, pants colors, shin/socks and shoes—in the Appearance Menu.

STATS

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- **AIR:** Affects the boost you get when you air on a quarterpipe.
- **HANG TIME:** Affects the length of time you stay in the air.
- **OLLIE:** Affects your ground jump height.
- **SPEED:** Affects your flat ground speed.
- **SPIN:** Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- **LANDING:** Affects how easy it is for you to nail big drops.
- **SWITCH:** Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.
- **RAIL BALANCE:** Affects your ability to balance on rails.

- **LIP BALANCE:** Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- **MANUAL BALANCE:** The higher the value, the easier you will be able to balance manuals.

SKATE TIP:

In Career Mode additional stat points can be purchased until your character is up to all tens in every category and ready to rule the pro circuit. In other words, money gets you skills, brother.

NOTE:

Activision Customer Support cannot troubleshoot user-made skaters (CREATE SKATER MODE) or user-made tricks (EDIT TRICKS MODE).

EDIT TRICKS

Open up the Trick Selection Screen and start shopping. Different tricks cost different amounts. Prices are based on difficulty, point value, length of trick, etc. You get the idea: The tougher the trick, the more you'll pay. Each skater starts with his or her basic trick set.

Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style.

SHOP THE SKATESHOP

Once you start making cash in the Career Mode, new decks can be bought at any time, provided you have enough green. Use these new decks to increase your skater's stats. Pros can choose from eight of today's top decks, and created skaters have a pool of 20 generic boards.

SKATE TIP:

Once you've unlocked pro deck graphics, they're available for your created skaters too. Created skaters can use pro decks by pushing the up/down to view them from the Skateshop Screen.

3D REAL-TIME SKATEPARK EDITOR

Become the sick skatepark architect you always knew you could be with our new 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, funboxes, obstacles and quarter pipes to create dream parks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.

NOTE:

Activision Customer Support cannot troubleshoot user-made skate parks (PARK EDITOR).

BASIC CONTROLS

To move selected pieces around your park, use the Analog Thumb-Pad. The **(B)** rotates the pieces and **(A)** places them down. The **(Y)** will erase any pieces intersecting with the current piece.

CHANGING PIECES

Right/Left on the D-Button allows you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, Up/Down on the D-Button scrolls you through the pieces available in that category.

CATEGORIES AND PIECES

What you want, we got, including:

- **GAP TOOL:** (See page 14.)
- **RISERS:** Raise the floor not the roof.
- **QUARTER PIPES:** Two sets to choose from.
- **RAILS:** Center and offset rails for extra grind.
- **WALLS:** Ride them if you can.
- **STAIRS:** Ankle busta mecca, many with rails.
- **POOLS:** Construct your own or select pre-made versions.
- **KICKERS:** Launch yourself off ramps galore.
- **BENCHES:** Go to school on benches and tables.
- **MISC.:** High walls, roll-ins, signs, foliage, floors.

OTHER CONTROLS

- **(X)** will rotate the entire park in 90 degree increments.
- For Camera, hold L and R Triggers while tapping Start.
- Start will bring up the Park Editor Menu.

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blocks needed to save in this mode.

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Use risers to raise the floor or to cre-

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ACTIVISION

**P.O. BOX 67713
LOS ANGELES, CA**

THE MENU

TEST PLAY

Places you in your created park with the last character you played as.

PARK TIP:

To select a different character or to play in a different mode, first save your park. Then quit to the main menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible (except in Career Mode).

NEW PARK

Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

SET THEME

There are four themes to choose from, and the Theme can be changed at any time. It will not erase or affect the layout of the park.

SAVE

Save your park to a memory card. The name you save under will become the name of your park. A range of 9–19 blocks are required with 19 being the maximum number of blocks needed to save in this mode.

LOAD

Load a saved park from a memory card.

PRE-MADE PARKS

Allows you to load a pre-built park included with THPS2. You can learn a lot about park layout by looking at the included parks and can erase and rebuild parts of them.

A FEW SPECIAL PARTS

RISERS

Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your skatepark.

RESTARTS

The green object marked "1" is the player one restart. This piece will mark the starting point for player one. Only one can be placed in a level. If you try to place a second player one restart, the first one will be moved to the new location. The player two restart works the same way; it marks where the second player will start in a multiplayer game. HORSE restarts mark the starting positions in a HORSE game. The player one restart also doubles as a HORSE restart. Only six HORSE restarts can be placed in a level.

MIND THE GAP

A gap is a difficult jump or maneuver, which deserves extra points, over a spot. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, transition across two quarterpipes far away, grinding a long, kinked rail, or even manualing across a particularly tough table. Only 10 gaps can be placed in a created park.

CREATING GAPS

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the gap menu.

THE GAP MENU

In the gap menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is shown in the text at the bottom of the screen when a player completes the gap in the game.

You can always get back to the gap menu by placing the gap tool over a piece shaded blue and pressing **(A)**.

You can erase a gap by placing the gap tool over a piece involved in the gap (and shaded blue) and pressing **(Y)**. This will remove both sides of the gap.

GAP TYPE

There are multiple Gap types to choose from:

- **AIR GAP:** Select an area that a skater must jump over.
- **RAIL GAP:** Select a rail that a skater must grind over.
- **MANUAL GAP:** Select an area that a skater must manual through.
- **WALLRIDE GAP:** Select a special area that a skater must wallride over.

ADJUST GAP

Advanced users can fine tune gaps by rotating or scaling both sides of the "gap grid." The gap grid is shown in wireframe. To get a gap in the game, the player must jump through both gap grids. Set them up any way you like.

OPTIONS MENU

PLAYER 1&2 CONTROLS

Use the left/right and up/down to view your controller setup.

VIBRATION

Toggles Sega Dreamcast Jump Pack™ vibration *On* or *Off*.

AUTO KICK

Selection *On* for automatic acceleration of your skater. Select *Off* for manual acceleration.

If turned off, use (X) to kick.

SOUND LEVEL

SFX Level: Use the left/right directional buttons to adjust the sound effect volume.

MUSIC LEVEL

Use the left/right directional buttons to adjust the music volume.

Note: If music is set to 0, the game's soundtrack will be substituted with ambient sound effects.

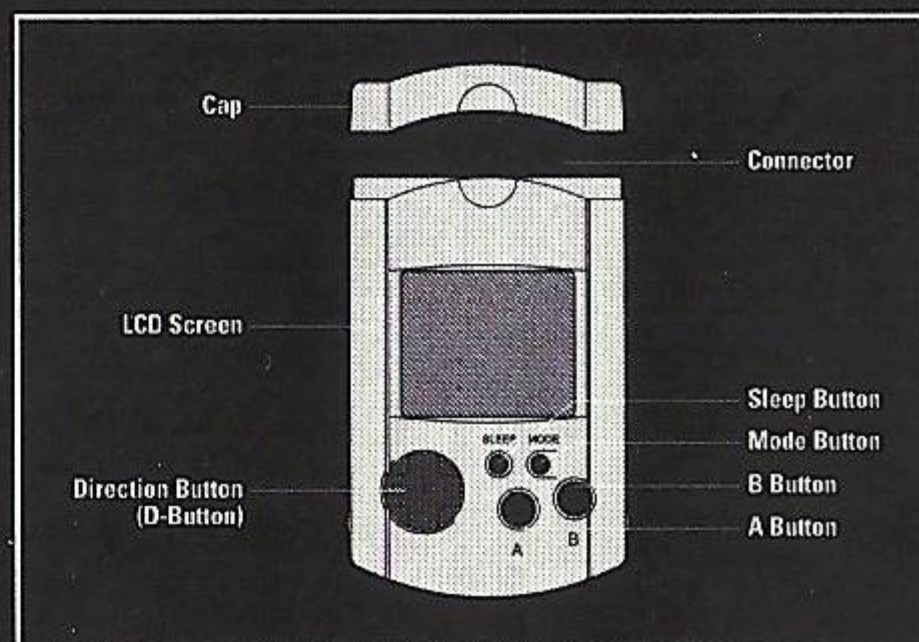
MOVIES

Unlock videos as you go. Get three medals and you've got yourself a movie. Footage includes highlights from each pro and some special bail sessions.

MEMORY CARD (VMU)

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



Use the directional buttons Up/Down to select Load Game, Save Game, Load Replay or Go Back. Press the (A) button to select your choice or the (B) button to return to the previous menu.

Use the directional buttons Up/Down to select which VMU unit to use. Press the (A) button to accept or the (B) button to cancel.

If you are loading a game, use the directional buttons Up/Down to select the Tony Hawk Pro Skater 2 file that you wish to load and then press the (A) button to accept. Press the (B) button to return to the previous menu.

If you are saving a game, select a file and press the (A) button to save or select an empty slot, use the directional buttons to enter a name, and choose END to save. To cancel a save press (B) to return to the previous menu. The number of blocks required to create a save game in your VMU unit will be displayed on screen. If your VMU is full, select a file and press (X) to delete and create space.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 17 blocks are required to save the Career mode, 9-19 blocks are required to save the Skate Park Editor mode, 51 blocks are required to save the 1-player replay mode, and 98 blocks are required to save the 2-player replay mode.

Non-Sega "standard" VMU's are not supported.

JUMP PACK VIBRATION

For vibration effect and considerably enhanced game play, insert a Sega Dreamcast Jump Pack into the Expansion Socket.

To return to the title screen at any point during game play, simultaneously press and hold the (A), (B), (X), (Y) and START buttons. This will cause the Sega Dreamcast to soft-reset the software.



When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

CHEATS

???? What, you think we're going to give them away? You'll have to figure these out on your own, or truly cheat and get a magazine that lists them for you.

HIGH SCORES

If you don't understand high scores, you need a better skate helmet.

GAP CHECKLIST

A handy listing of all the Gap Bonuses in the game. Are you good enough to find them all? If so, a special bonus awaits.

GENERAL OPTIONS

Trick Tips: Select *On* to view helpful pop-up hints during game play. *Off* turns them off. (Surprising, isn't it?) Score Display On/Off, Stereo Sound On/Off and Memory Card beeps On/Off.

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Tensor
The Firm
Toy Machine
TSA
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Zero

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"Blood Brothers"

performed by PAPA ROACH

written by Jacoby Shaddix, Jerry Horton,

Tobin Esperance, Dave Buckner

published by DreamWorks Songs (ASCAP)

and Viva La Cucaracha (ASCAP) adminis-

tered by Cherry Lane Music Publishing

Company, Inc.

(p) 2000 SKG Music L.L.C. Courtesy of

DreamWorks Records, Under license from

Universal Music Enterprises

from the album Infest

www.paparoach.com;

www.dreamworksrecords.com

"Bring The Noise"

performed by ANTHRAX & CHUCK D

written by Carlton Ridenhour,

Hank Shocklee, Eric Sadler, Charlie

Benante, Frank Bello, Dan Spitz,

Joe Bellardini, Scott Rosenfeld

published by Reach Music (BMI)/Songs of

Universal, Inc. (BMI)/ NFP Music adminis-

tered by Zomba Enterprises, Inc. (ASCAP)

(p) 1991 Island Records, Inc. Courtesy of

The Island Def Jam Music Group Under

license from Universal Music Enterprises

from the album Attack of The Killer B's

"Guerilla Radio"

performed by RAGE AGAINST THE MACHINE

written by Zack De Rocha, Tim Commerford,

Tom Morello, Brad Wilk

published by Sony/ATV Songs LLC/

Retribution Music (BMI)

(p) 1999 Courtesy of Epic Records By

arrangement with Sony Music New Media

Licensing

from the album The Battle of Los Angeles

www.RATM.com

"Pin The Tail On The Donkey"

performed by NAUGHTY BY NATURE

written by Vincent Brown, K. Gist,

Anthony Criss

published by T-Boy Music L.L.C./ Naughty

Music (ASCAP)

(p) 1991 Courtesy of Tommy Boy Music

from the album Naughty By Nature

www.tommyboy.com

"You"

performed by BAD RELIGION

written by Brett Gurewitz

published by Westbeach Music (BMI)

(p) 1989 Epitaph

Courtesy of Epitaph

from the album No Control

www.badreligion.com; www.epitaph.com

"When Worlds Collide"

performed by POWERMAN 5000

music by Powerman 5000, lyrics by Spider

published by Dreamworks Songs (ASCAP)/

Soulsuck Music (ASCAP) administered by

Cherry Lane Music Publishing Company, Inc.

(ASCAP)

(p)1999 SKG Music L.L.C.

courtesy of DreamWorks Records under

license from Universal Music Enterprises

from the album Tonight The Stars Revolt!

www.powerman5000.com;

www.dreamworksrecords.com

"No Cigar"

performed by MILLENCOLIN

written by Erik Ohlsson, Mathias Farm,

Fredrik Larzon, Nikola Sarcevic

published by Chrysalis Music (ASCAP)

(p) 2000 Burning Heart Records

Courtesy of Epitaph/ Burning Heart Records

From the album Pennybridge Pioneers

www.millencolin.com; www.epitaph.com;

www.burningheart.com

"B-Boy Document '99"

performed by THE HIGH & MIGHTY

FEATURING MOS DEF & MAD SKILLZ

written by E. Meltzer, D. Lewis, D. Smith, M.

Berger, B. Baker, L. Quinn, J. Thomas

published by Eonic Verbal Tunes, 1972unes,

Budde Music, Inc. and Figs. D Music, Inc.

c/o The Bicycle Music Company (BMI)/

Forever People (ASCAP)/ Medina Sound

Music (BMI) administered by EMI Music

Group, Alotagood Music (ASCAP) adminis-

tered by Next Decade Entertainment, Inc.(p)

1999 Rawkus Entertainment

Courtesy of Rawkus Records

from the album Home Field Advantage

www.rawkus.com

"Cyclone"

performed by DUB PISTOLS

written by Jason O'Bryan, T.K. Lawrence,

Barry Ashworth & Tommy McCook

published by Bug Music Inc. o/b/o Lowtech

Music (ASCAP) and Bug Music Ltd.(PRS)/

BMG Songs, Inc. o/b/o Deconstruction

Songs, Ltd. (ASCAP)/ Copyright Control

(p) 1998 Deconstruction Ltd., Courtesy of

1500 Records, Under license from Universal

Music Enterprises from the album Point

Blank

"May 16"

performed by LAGWAGON

written by Joseph Cape

published by Stokin' The Neighbors (ASCAP)

(p)1998 Fat Wreck Chords

courtesy of Fat Wreck Chords

from the album Let's Talk About Feelings

www.lagwagon.com; www.fatwreck.com

"Subculture"

performed by STYLES OF BEYOND

written by R. Maginn, T. Bashir,

M. Safiullah

published by Divine Lyric Creations (ASCAP)

(p)2000 Styles of Beyond

courtesy of 9000 Series Team /

Spytech Records

www.spytechrecords.com

"Heavy Metal Winner"

performed by CONSUMED

written by Consumed, arranged by Steve Ford

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(p) 1998 Fat Wreck Chords

Courtesy of Fat Wreck Chords

from the album Breakfast At Pappa's

www.fatwreck.com

"City Star"

performed by BORN ALLAH

written by Born Allah

published by City Star Entertainment/

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courtesy of Born Allah /Kareem Campbell

"Evil Eye"

performed by FU MANCHU

written by Scott Hill, Brad Davis,

Brant Bjork, Bob Balch

published by Strolling Astronomer Music

(ASCAP)

(p) 1997 Mammoth Records

Courtesy of Mammoth Records

from the album The Action Is Go

www.fu-manchu.com; www.mammoth.com

"Out With The Old"

performed by ALLEY LIFE

FEATURING BLACK PLANET

written by M. Mitchell, M. Bass, J. Bass

published by Eight Mile Style (BMI)

(p) 1999 Alley Life

Courtesy of WEB Entertainment

from the album Alley Life

www.farmclub.com;

www.batmanagement.com

"Five Lessons Learned"

performed by SWINGIN' UTTERS

written by Koski/ Aust Koski

published by Hamachi Music/ Majoda

Huboko Music (ASCAP)

(p) 1998 Fat Wreck Chords

Courtesy of Fat Wreck Chords

from the album Five Lessons Learned

www.fatwreck.com

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▶ YOU'LL BE SCREAMING FOR AIR THIS WINTER.

FEATURING THE TONY HAWK'S PRO SKATER™ GAME ENGINE

MAT HOFFMAN'S PRO BMX™

DEVELOPED BY:



ENGINE BY:



PUBLISHED BY:



Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

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